

## DIANE KOEU

Character designer/Concept Artist

### CONTACT:

+33 6 99 06 01 33

[diane.koeu@gmail.com](mailto:diane.koeu@gmail.com)

<http://koeudiane.wixsite.com/portfolio>

<https://www.artstation.com/dianek>

## Work Experience

---

November 2017 - June 2018

### 3D/2D Artist - Sorbonne Université (Paris)

Created serious games.

- Graphic charters
- Chara design
- UI

February 2017 - April 2017

### 2D artist - Funkadelichik (Paris)

Illustration internship

Project: Quizz game

- Environment
- Props
- Chara design (animals)

June 2015 - December 2015

### 2D Artist - Studio Ooblada (Paris)

Illustration internship, project: "Treasure Madness"

Created illustrations:

- Created game assets (collectables)
- Promotional pictures (Facebook banners, etc...)

## Education

---

September 2013 - July 2018

### Master's degree in Game Art - ISART Digital (Paris)

Objectives: learn 2D and 3D software, develop your creativity, mature the teamplay spirit by working with different trades. Create video games from 2D concept to 3D production and the integration in game engine.

September 2012 - July 2013

### Refresher course in graphic design - Itecom (Paris)

Multimedia and applied arts. Basic knowledge on 2D software, bases of observational drawing

June 2010 - July 2012

### Culinary arts and hotel management - CEFAA Villepinte

Economy and management, professional training, culinary art, catering and hosting

September 2006 - July 2009

### High School Diploma (Literary option) - Lycée l'Espérance

Villepinte (FRANCE)

## SOFTWARE

Illustrator

Photoshop

Indesign

Flash

Maya

3DSmax

Unity

Substance painter

Zbrush

## SKILLS

2D illustration

Environment Design

Character Design

3D Model

Texturing

Rigging

Skinning

Animation 3D

## LANGUAGES

French (Native Speaker)

English (TOEIC score: 930)

Korean (Basic knowledge)

Italian (Beginner)

## INTERESTS

Reading (crime novels)

Video games

(rts, moba, simulation)

Korean Culture